

GAME BOY ADVANCE

AGB-BUQE-USA

UNO®

2 GAME
PACK!



SKIP-
BO®

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

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Rev-D (L)



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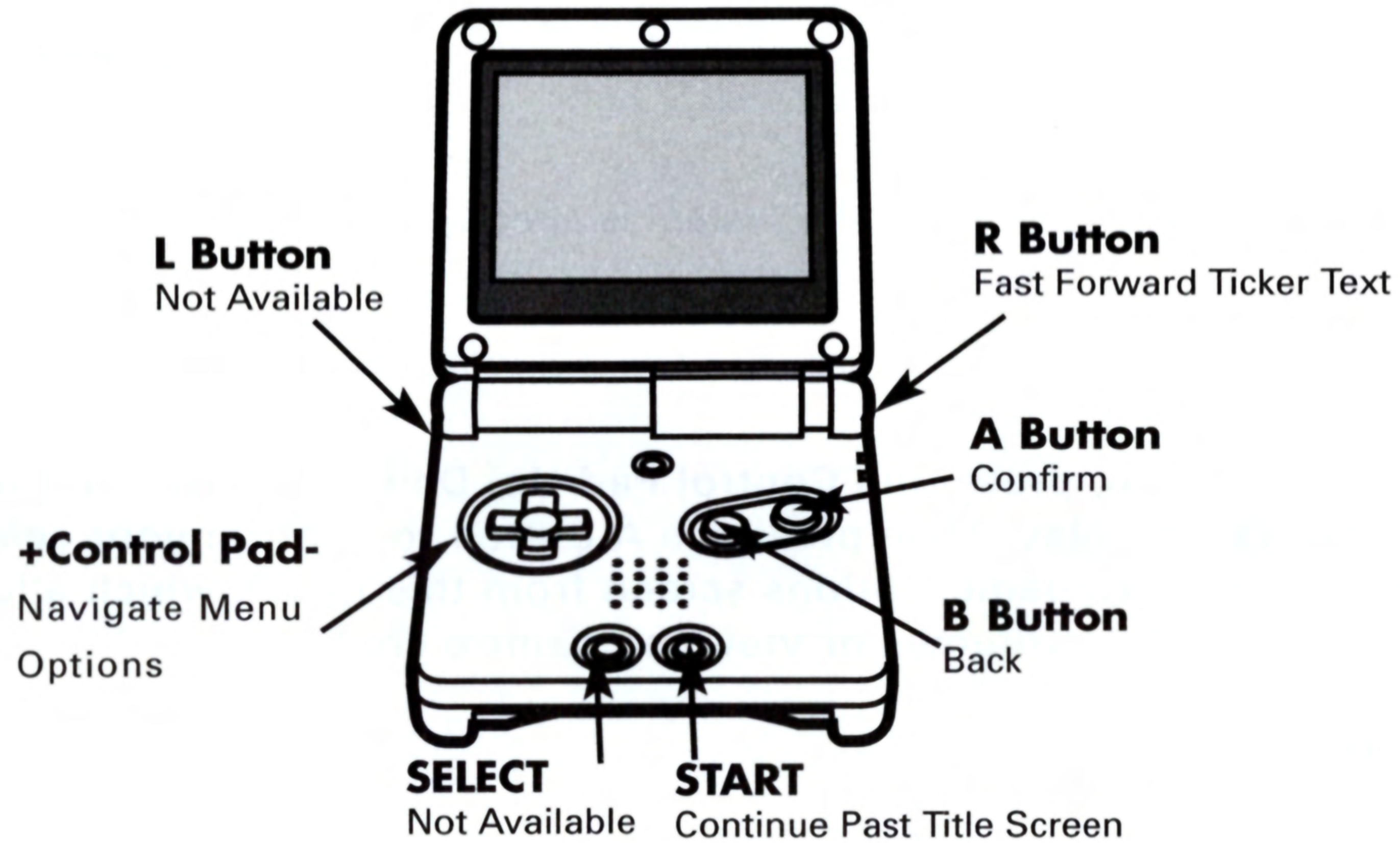
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Introduction

UNO® and SKIP-BO® are fun and engaging card games that have been played and loved by families for many years. With today's hectic schedules and changing lifestyles, the ease and convenience of playing games like UNO® or SKIP-BO® on a Game Boy® Advance is an attractive option – especially for families on the go.

This compilation features a "hot seat multiplayer" feature. This feature allows up to 4 players to play together on a single Game Boy® Advance system and one Game Pak. One player takes a turn, and then hands the Game Boy® Advance system to the next player, who takes their turn, and so on for up to 4 total players.

Menu Controls



Starting the Game

Correctly insert the Game Pak into your Game Boy[®] Advance system. Switch on the system. Press START at the title screen.

WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

Game Select

At the Game Select menu, press the Control Pad Up, Down, Left or Right to select which game you want to play. Then press the A Button to confirm your selection. You can also enter the Pre-game Options screen from this menu, which allows you to adjust sound and music volumes or view the game's credits.

Main Menu

After selecting a game, you are presented with the Main Menu where you can select one of the following options:

Custom Game – customize all possible player and game options.

Quick Play – set only basic game options to quickly start a game.

Special Modes – try out some of the new and different modes.

Help – view the controls and rules for your selected game.

Custom Game Setup

Selecting a custom game gives you full control over how to play. You can set the number of players, customize each player, and choose which game type, alternate cards, and house rules to play with.

Custom Game Player Setup

After selecting a Custom game, you must first set your player options. First, you can set the number of players and whether to play a team game. Team play is only available in a 4-player game. Next, you can set each player as either human-controlled or computer-controlled, as well as set the computer's difficulty level. Player 1 must be human-controlled, since every game must have at least one human player.

Custom Game Player Personalization

After the Player Setup, all human players will take turns personalizing their player information. Each player can enter a name of up to six letters and choose an icon to represent them in the game.

Custom Game Setup Options

The Custom Game Setup Screen lists a number of important options for the Custom Game mode. On this screen, you can select the game type along with the win condition for that type. You can also select whether you would like to play with House Rules and Alternate Cards on or off.

Game Type	Win Conditions
Endless	N/A
Points	100-1000 (reach this amount)
Rounds	1-10 (win this number of rounds)
Survival	100 -1000 (starting point value)

Endless: Play endless rounds of UNO® or SKIP-BO®. Between each round, scores will be shown in two categories – points and number of rounds won. Play continues indefinitely.

Points: Players race to reach a set points value to win. Between each round, scores will be shown. Once a player has reached the specified number of points, that player will win the game.

Rounds: Players must win a set amount of rounds to win the game. Between each round, the number of rounds each player has won will be displayed. Once a player has won the specified number of rounds, that player will win the game.

Survival: In a Survival game, all players start with a set number of points. The losing players of each round lose points, as opposed to a Points game where the round winner gains points. When a player runs out of points, that player is eliminated from the game. Play continues until only one player remains.

Quick Play Setup

This allows you to quickly set up a game by addressing only the most necessary options. You will be asked to select the number of human-controlled players, number of computer-controlled players, game difficulty, and game type. Players will be given a default name and icon.

Special Modes Menu

This menu allows you to choose one of three Special Modes for your chosen game. The following single-player modes are available:

Challenge Mode – challenge yourself with one of 5 unique levels or play a randomly generated level for a new experience each time.

Endurance Mode – maximize your score by winning big without losing to many times!

Timed Mode – race against two clocks to score big before time runs out.

Theme Menu

Before your game starts, you must choose a background to view and a music track to listen to while you play. There are animated and non-animated backgrounds to choose from. Also, there are music tracks in a number of different styles.

Pause Screen

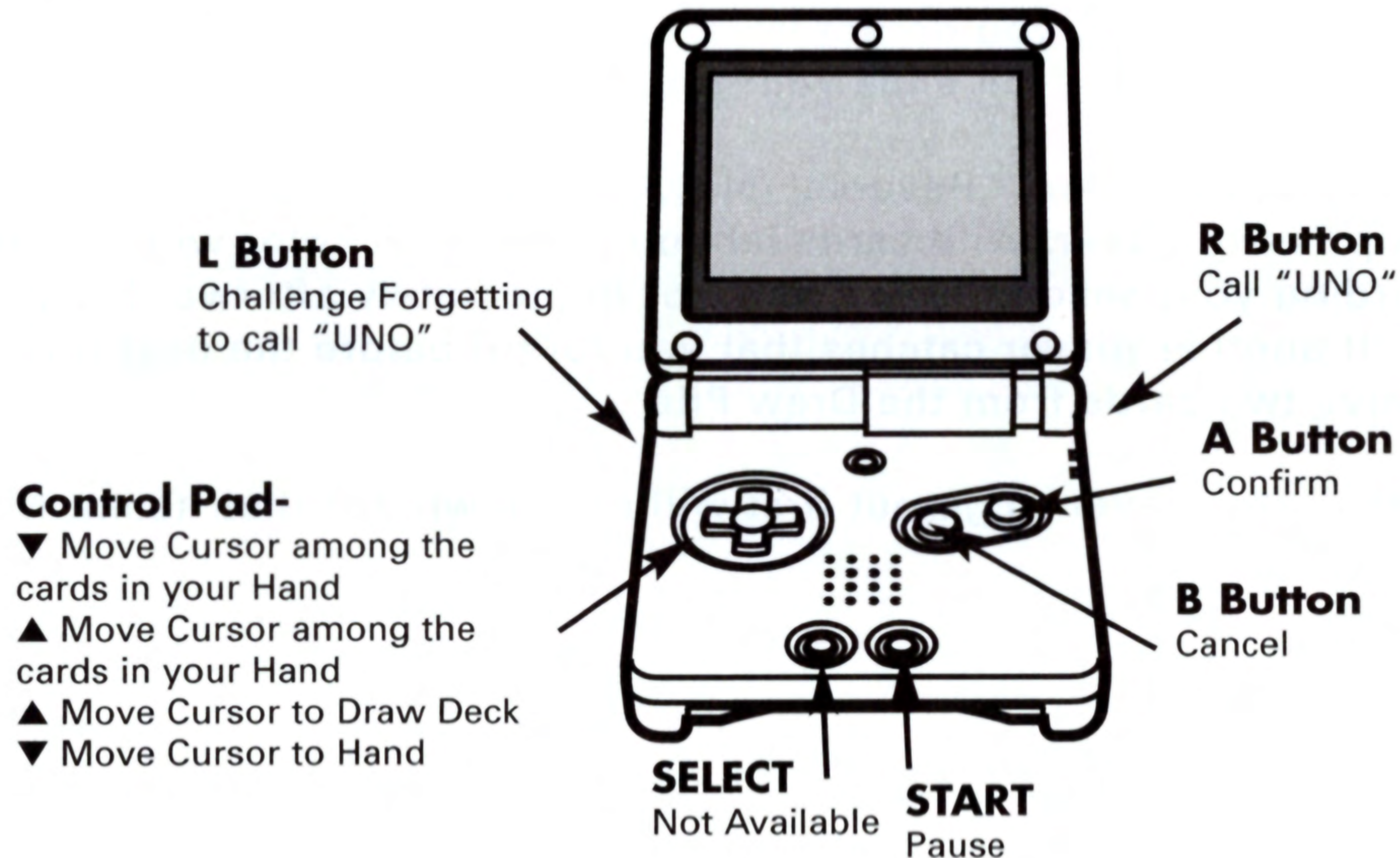
The pause screen can be viewed by pressing START during a game. It shows the current game scores and it allows you to access the in-game options screen or quit the game.

In-game Options

This screen is accessed from the Pause screen and allows you to adjust sound and music volumes, change the current background theme, and change the current music track.

UNO® - UNO® is a colorful, crazy and fun game of matching – for players of age 7 and up!

Game Controls



How to Play

Object: To win a round be the first to discard all cards.

To discard, match a card from your hand with the top card on the Discard Pile by number/symbol or color. If you do not have any matching cards, you must take a card from the Draw Pile, which ends your turn.

Action Cards force an action: "Reverse" play, "Draw Two" cards, "Draw Four" cards or "Skip" next player. Wild cards let you name what color will continue play. Before discarding your second to last card (or immediately afterwards), you must call "UNO." If another player catches that you forgot before the next turn begins, you will receive two cards from the Draw Pile.

In a team game, the player to go out first will earn a win for their team. No other rules change.

Action Cards

The following cards have special attributes when played in the game:



Draw Two Card: When played, the next person to play must draw 2 cards and miss their turn.



Reverse Card: This simply reverses direction of play. In two-player UNO®, it acts as a skip.



Skip Card: When played, the next person to play is skipped (loses a turn).



Wild Card: The person playing this card calls for any color to continue the play.



Wild Draw Four Card: Behaves as a Wild and a Draw card. This may only be played when the player has none of the active colored cards in their hand. Players may bluff and play it illegally, but the next player may challenge it by pressing SELECT. If caught, the bluffing player must draw four cards. If the challenger is wrong, they must draw six cards instead of the four they would have.

Going Out

When a player has only one card left, they must call "UNO." This is done by pressing the R Button before the second to last card has been discarded. If the player fails to do this, opponents can challenge that player for forgetting to call "UNO" by pressing the L Button. This challenge must be made before the next player draws or discards. Players who are successfully challenged for forgetting to call "UNO" are forced to draw two cards.

Scoring

In a typical game of UNO®, scoring is used to determine the overall winner. The winner scores points for all cards remaining in their opponent's hands.

The scores for each card are as follows:

Game Type

Win Conditions

All number cards (0-9)

Face Value

Draw Two

20 Points

Reverse

20 Points

Skip

20 Points

Wild

50 Points

Wild Draw Four

50 Points

[Note: See the "Alternate Cards" section for the value of Alternate Cards.]

House Rules

Infinite Draw: Players who cannot play on a Discard Pile during their turn must continually draw until a playable card is found.

Stack Draw Two Cards: When a Draw Two card is played, instead of drawing two cards, you can stack a Draw Two card on top. The next player would have to draw four or stack a Draw Two card on top.

Wild Draw Four Cards: Choose when Wild Draw Four cards can be played as well as whether to allow bluffing.

Draw Card Penalty: Choose the number of cards a player who is caught forgetting to call "UNO" must draw.

Dealt Cards: Select the number of cards dealt: from 5 and 15.

Alternate Cards



Wild Reverse: This card is a combination of a Reverse card and a Wild card. It can be played at any time, allows the player to choose the new color, and reverses the direction of play.



Wild Skip: This card is a combination of a Skip card and a Wild card. It can be played at any time, allows the player to choose the new color, and skips the next player's turn.



Wild Symbol: When this card is played on the Discard Pile, the player chooses a symbol (0-9, Reverse, Skip, Draw Two, All Draw Two, Leader Draw Two). After the symbol is chosen, only that card can be played by matching the symbol or by playing a Wild card.

[Note: The Wild Symbol does NOT take on the traits of the symbol picked. Picking a Draw card will not cause other players to draw, nor will it skip a player or reverse play.]



All Draw Two: When this card is played on the Discard Pile, all other players must draw two cards. This card is available in all 4 colors.



Leader Draw Two: When this card is played on the Discard Pile, the opposing player(s) with the fewest cards must draw two cards. This card is available in all 4 colors.

Challenge Mode

Challenge mode is a set of five unique levels meant to test your skill and patience.

Each level is tiered in difficulty. Play the Challenge tier of five levels or generate a random Challenge level and play that! Every Challenge level has its own game type, victory condition, and single house rule.



Level 1

Win Condition: One Round

Opponents: 2

Difficulty: Easy

House Rule: None

Level 2

Win Condition: 250 Points

Opponents: 2

Difficulty: Easy

House Rule: Play Wild Draw Four
Anytime

Level 3

Win Condition: Three Rounds

Opponents: 3

Difficulty: Normal

House Rule: Infinite Draw

Level 4

Win Condition: 250 Points Survival

Opponents: 3

Difficulty: Normal

House Rule: Stack Draw Cards

Level 5

Win Condition: 500 Points

Opponents: 3

Difficulty: Hard

House Rule: Start with 10 Cards

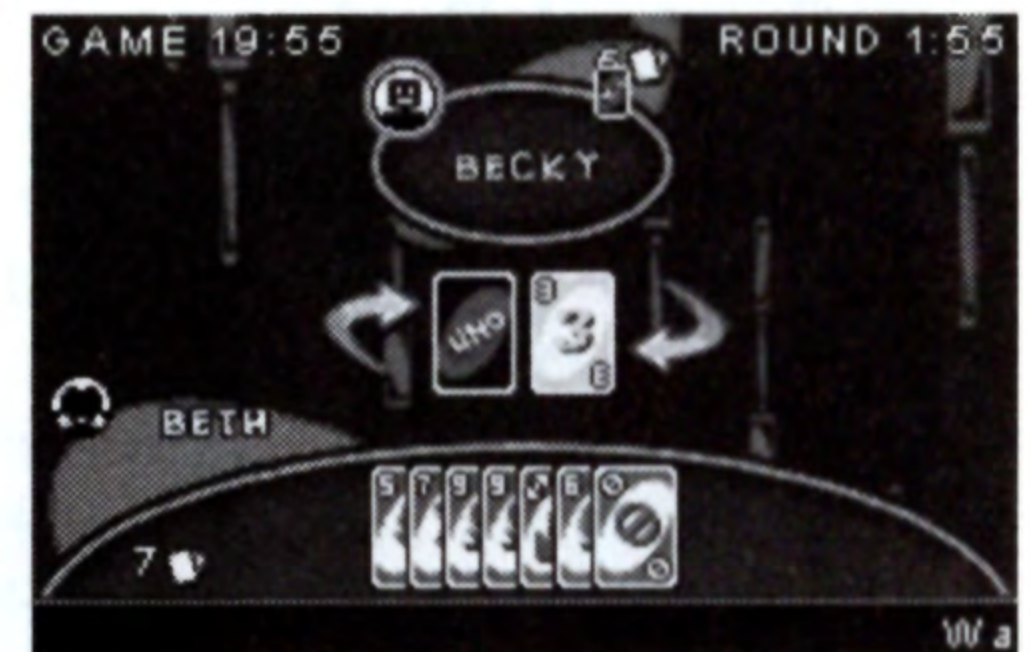
Endurance Mode

Endurance Mode features 2 computer opponents of normal difficulty. In this mode, you earn points for every card played Discard Pile, but you only keep these points if you win a round. If you lose a round, not only do you lose the points from that round, you also lose a token. You only get five tokens, so play carefully!



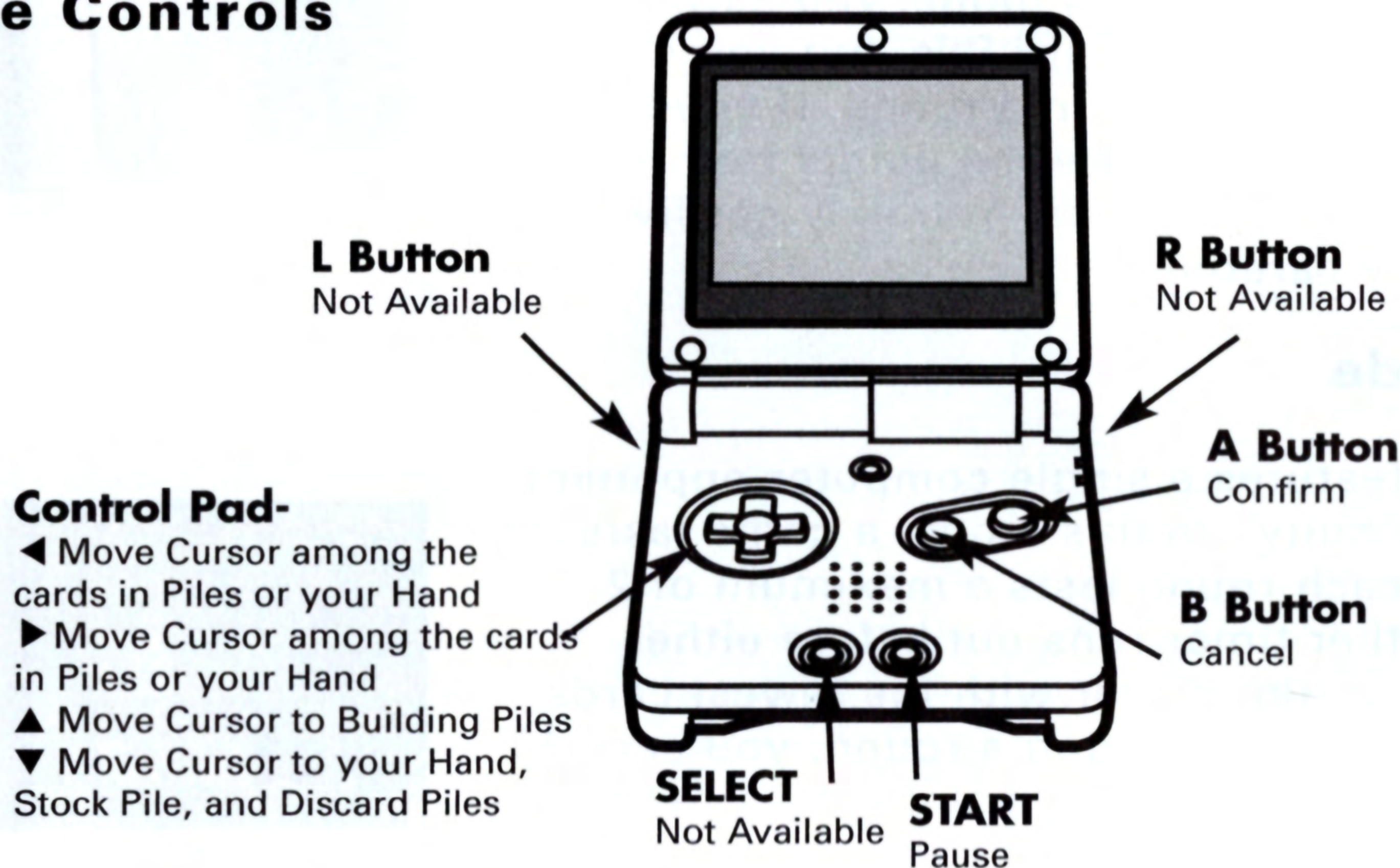
Timed Mode

Timed Mode features a single computer opponent of normal difficulty. In this mode, a game lasts 20 minutes and each round lasts a maximum of 2 minutes. If either timer runs out before either player goes out, the player with the fewest cards wins the round. For winning a round, you earn 10 points plus the difference in point values between your hand and your opponent's. Race against the clock to make your score as high as possible!



SKIP-BO® - The game of SKIP-BO® is a strategic and fun take on a multiplayer card game. It's truly timeless!

Game Controls



How to Play

Object: To win a round, be the first to play every card in your Stock Pile.

The four building piles are built of cards stacked in numerical order: 1 through 12. This is how cards are played, either from your hand, the top of your Discard Piles, or from the top of your Stock Pile.

At the start of a turn, you will receive enough cards to bring your hand to 5. If you play all cards from your hand, you will receive 5 more and may continue your turn. End your turn by discarding a card from your hand onto a Discard Pile.

Each player is dealt the same amount of face-down cards which become their Stock Piles. Each player overturns the top card of their Stock Pile. The remainder of the deck face is placed face-down in the center of the play area to form the Draw Pile.

Scoring

In a typical game of SKIP-BO[®], the first person to collect 500 points wins. The winner of each game scores 5 points for each card remaining in his opponent's Stock Piles plus 25 points for winning the game.

Team Play

All that changes in the rules is that partners can play from each others' Stock and Discard Piles. Partners may not discuss plays at any time. The game is over when a team plays all cards from both of their Stock Piles.

House Rules

Highest Stock First: The player with the highest top card on their Stock Pile goes first.

Stack Direction: Building Piles can flow either direction; from 1 to 12 or 12 to 1.

Stock Cards Dealt: Choose the number of cards dealt to each player's Stock Pile-from 5 to 30.

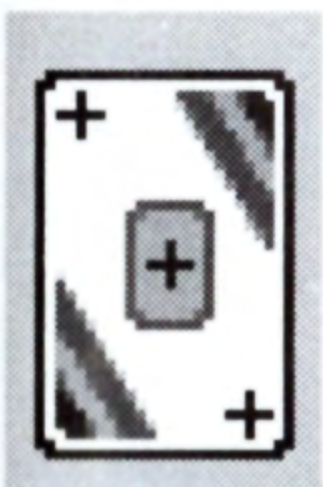
Hand Cards: Choose the number of cards in a hand from 4 to 6.

Wild Stacking: A Wild card can't be played directly on top of another Wild card.

Alternate Cards



Redraw Card: When this Wild card is played on a Building Pile, the player's hand will be replaced with five new cards from the deck.



Add Stock Card: When this Wild card is played on a Building Pile, it will add one card to the bottom of every other player's Stock Pile.



Clear Pile Card: When this Wild card is played on a Building Pile, that pile will be cleared off the playing field immediately even if the pile was not yet complete.



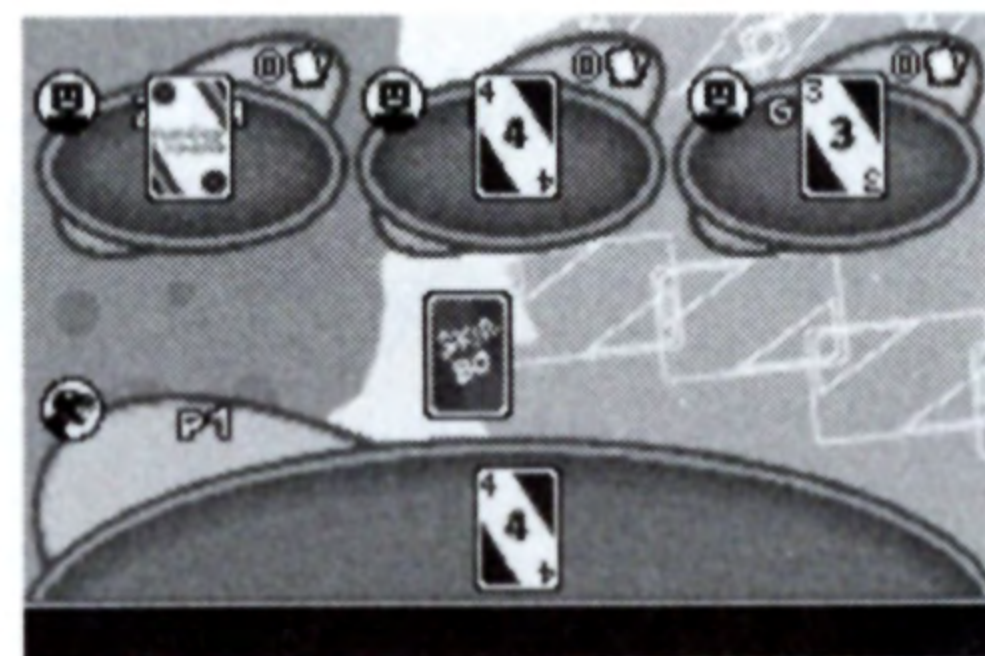
Starting 5 Card: This card can be played on an empty Building Pile spot to start a new pile beginning with a 5 instead of a 1. This card can also be played as a standard 5 card.



Starting 9 Card: This card can be played on an empty Building Pile spot to start a new pile beginning with a 9 instead of a 1. This card can also be played as a standard 9 card.

Challenge Mode

Challenge mode is a set of five unique levels meant to be a test of your skill and patience. Each level is tiered in difficulty. Play the Challenge tier of five levels or generate a random Challenge level and play that! Every Challenge level has its own game type, victory condition, and single house rule.



Level 1

Win Condition: One Round

Opponents: 2

Difficulty: Easy

House Rule: None

Level 2

Win Condition: 150 Points

Opponents: 2

Difficulty: Easy

House Rule: 4 Hand cards

Level 3

Win Condition: Three Round Wins

Opponents: 3

Difficulty: Normal

House Rule: Stack Direction

Level 4

Win Condition: 150 Points Survival

Opponents: 3

Difficulty: Normal

House Rule: No Wild Stacking

Level 5

Win Condition: 300 Points

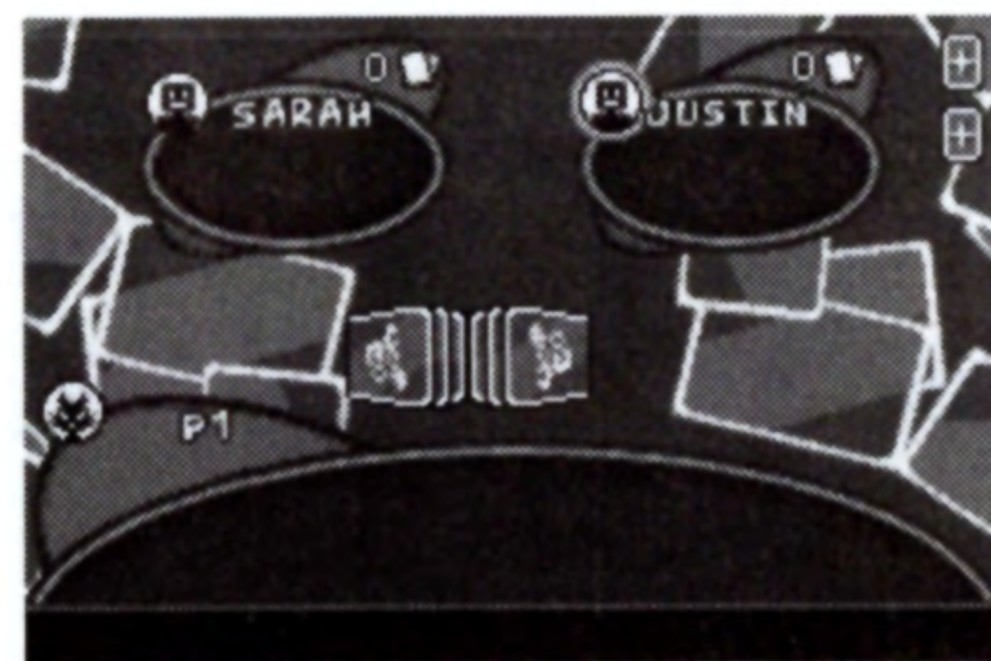
Opponents: 3

Difficulty: Hard

House Rule: 10 Stock Cards

Endurance Mode

Endurance Mode features 2 computer opponents of normal difficulty. In this mode, the goal is to make your score as high as possible and you can earn points in two ways. If you complete a building pile, you earn points for every card in that pile – cards that were played from a Stock Pile are worth 15 and cards that were played from anywhere else are worth 5. If you win the round, you'll earn 2 points for each card you played during the entire round! If you lose a round, you lose a token. You only get two tokens, so play carefully!



Timed Mode

Timed Mode features a single computer opponent of normal difficulty. In this mode, a game lasts 20 minutes and each round lasts a maximum of 4 minutes. If either timer runs out before either player wins, the player with the fewest Stock Pile cards is declared the winner. For winning a round, you earn 10 points plus the 5 times the difference in stock card count between your hand and your opponent. Race against the clock to make your score as high as possible!



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